

JOHN D CLAIR

SPACE BASE™

SAGA EXPANSION 1



RULEBOOK

THE EMERGENCE OF
SHY PLUTO

SPACE BASE™

This is an expansion for Space Base. You will need a copy of the Space Base core game to use this expansion.

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Warning: Choking hazard!

Not for use by children under 3 years of age.

Visit our website at www.alderac.com/space-base

Questions? Email CustomerService@alderac.com

THIS IS AN ERA OF PEACE

Unrestricted intergalactic free trade has lifted allies and former foes of the United Earth Services alike out of grinding poverty and into prosperity. From this abundance has grown an unbreakable peace between the U.E.S. and its trading partners. Those outlying civilizations who resist coming into the fold of the U.E.S. have failed to mount any serious attacks in over a decade, with only minor skirmishes in the Border Zone.

With prosperity and peace comes innovation. U.E.S. scientists have begun exploring new theories in faster-than-light travel and quantum shifting. Hypernet technology stands on the verge of a great leap forward, in moving both beings and goods throughout the galaxy at an even greater rate and lower cost.

But development and innovation come at a cost...



A SPACE BASE SAGA EXPANSION FOR 2-5 PLAYERS AGES 14 AND UP

BY JOHN D CLAIR

INTRODUCTION

Space Base Saga Expansions are a story-driven way to experience an expansion. You will play through the story contained in this expansion over multiple games. As you do, it will gradually introduce additional content, from new cards to entirely new rules and components.

YOU SHOULD NEVER LOOK AT OR OPEN CONTENT OF THIS EXPANSION UNTIL INSTRUCTED TO DO SO!

Contained in this expansion are...

THE STORY DECK



DO NOT LOOK THROUGH THIS DECK until you have read through these rules to page 7 (then STOP!). This deck will gradually walk you through the story and provide instructions as you go. There are 13 cards in this deck.

THE DISCOVERY DECK



DO NOT LOOK THROUGH THIS DECK until instructed to do so. This deck will gradually be revealed as you proceed through the story. There are 62 cards in this deck.

FOUR WHITE 16MM DICE

DO NOT OPEN until instructed to do so.
These dice are not initially required.



MYSTERY BOX 1



MYSTERY BOX 2



DO NOT OPEN until instructed to do so. The contents for these boxes can be found on page 18. Do not look at page 18 unless you suspect you are missing a component or you have finished the Saga Expansion.

**This expansion to Space Base should contain these items.
If it does not, contact customerservice@alderac.com for assistance.
Actual contents may vary from the images shown.**

HOW TO PLAY

Before starting your game of *Space Base*, place the Story deck faceup on the table. Do not look through it. The Warning Card (Story card !) should be the only card showing. Set up your game as you normally would and stop before drawing cards to determine who goes first and read this rulebook through page 7. You can then proceed (→) to the next story card (Story card 1) by discarding the Warning card. Read Story card 1 out loud to all players and follow the directions. **Note: once a Story card has been discarded, it will not be needed again.** If you would like to play the Saga Expansion again, you may leave it in the box. Otherwise, you may rip it up or throw it away.

When you read the Story cards, pick up the entire deck; do not pick up just the top card. This will prevent you from accidentally revealing the next Story card to the other players at the table.

INTERPRETING STORY CARDS

Italic text is flavor that explains the story and what is happening.

Whenever you see **red text** on the story card, those are instruction that you should follow. After you have followed the instructions, the bottom portion of each story card will then instruct you when to move on to the next story card by saying some condition and then showing an arrow "→." When the condition is met it's time to discard the current story card and move on to the next one.

Whenever you see something like "Take 1-7," it means you will take out the indicated cards from the discovery deck.



DISCOVERY CARDS

Discovery cards are all numbered and are included in the discovery deck in numerical order. For example, when story card 1 instructs you to take out discovery cards 1-7, you will start from the top of the discovery deck, find the cards numbered 1, 2, 3, 4, 5, 6, and 7, and take them out, without looking at any of the other cards in the discovery deck.



STOP CARDS

There are some “STOP” cards in the discovery deck. These have no game play function—they are just there to help make it clear where the break points are when you are taking out discovery cards. They also help prevent you seeing further into the deck than you have yet reached in the story.

MYSTERY BOXES

The boxes contain mystery items. Do not open the boxes until instructed to do so.



Don't read any further until instructed to do so by the story cards. The following is reference material for use during the story.

DO NOT READ UNTIL INSTRUCTED TO DO SO BY STORY CARD 1.

THESE RULES REFERENCE REWARDS AND ABILITIES FOUND ON CARDS 1-7.



PLACE ONE CHARGE ANYWHERE

In the base set, this ability was written out in text. For this expansion, we have made it a ⚡. When you use an ability with ⚡, you may place one 🪙 on any of your cards.

THE "HARD WAY" REWARDS

When doubles are rolled, you either gain a reward in place of the standard reward on the card or you gain a reward conditionally based on rolling doubles.



Normally this reward provides 2🪙, but when you roll a double 4, you gain 8🪙 instead.



When an opponent rolls a double 4, you gain 7🪙. Otherwise, this card provides no reward.

ARROW + ARROWS

When you gain the rewards for this card, you then also gain the rewards for both the sector one space to the left and 2 spaces to the left. For example, if this effect is in your 7 sector, gaining this reward would also give you the rewards for your 5 and 6 sectors.

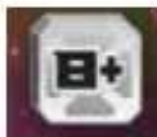


“GAIN REWARDS FOR ANY SECTOR 1-6”

This reward means you gain the blue rewards for a number of *unique* cards on your board in sectors 1-6. You may not gain the same blue reward more than once.

Gain the Blue rewards for any three of your sectors 1-6.

Gain the Blue rewards for any two of your sectors 1-6.



VARIABLE SECTORS

When you see a ship's sector listed with a "+" after it, that means when the ship is first acquired it may be placed in any sector equal to or greater than the sector shown. Thus a ship with a "1+" could be placed in any sector, whereas a ship with a 8+ could be assigned to sectors 8, 9, 10, 11, or 12.



Don't read any further until instructed to do so by the story cards.

STOP!

Don't look through this rulebook until instructed to do so by the Story cards!

PERMANENT EXPANSION STUFF

Most of the content in this expansion is usable for all your future games even after you are done with the story.

After a new card has been added via the story deck instructions, if it is a level 1, 2, or 3 ship, it can simply be included in all your future games as a regular card just like all the others.

